



Dark Castle



Can You Survive the Haunted House on the Hill?

From the moment the creaking drawbridge closes behind you until you slay the Black Knight, *Dark Castle* is a nonstop life-and-death adventure. Pitting you against the evil that threatens you at every turn, *Dark Castle* requires that you think quick, act fast and have a real zest for life.

You're Now Entering the Decathlon of Danger.

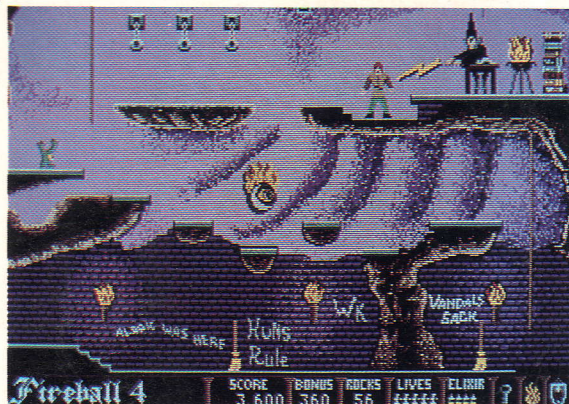
Your assignment? Overthrow the Black Knight. But first you must safely pass through fourteen danger zones—each more treacherous than the last—that are guarded by everything from flying monkeys to dragons.



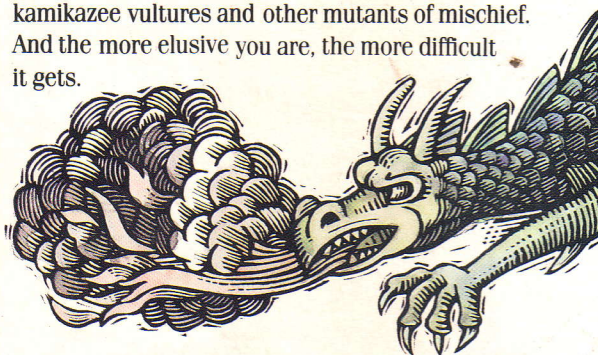
You have a handful of rocks—for fending off anything that stands (or crawls or flies) in your way—and four extra lives for those instances you're caught with your guard down. Bottles of elixir are scattered along your trek to ward off bat and rat bites. As your quest progresses you may also come upon a mace, fireballs and a magic shield to aid your cause.

Where Will Your Adventure Take You?

Through dungeons, laboratories and caves. Up and down ladders and ropes. Over trap doors. Past whipcracking henchmen and Merlin the Magician, all of whom kill first, then ask questions. By creepy crawlers,



kamikazee vultures and other mutants of mischief. And the more elusive you are, the more difficult it gets.



So Real It's Frightening. Taking complete advantage of your computer's sound and visual capabilities, *Dark Castle* has you looking over your shoulder as soon as your hunt for the Black Knight begins. Experience the thrill of *Dark Castle* and find out for yourself: Are you a hero? Or are you history?

Commodore Amiga™ screen shown.
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Dark Castle

for the Amiga

You can play **Dark Castle** on an Amiga computer with at least 512K RAM, one disk drive, a mouse or joystick, and Amiga Kickstart version 1.2 or later.

STARTING Dark Castle

To begin, turn on your Amiga and monitor and place your Kickstart version 1.2 or later disk in the internal drive.

Single Floppy System:

When you are asked to insert the Workbench disk, eject Kickstart and replace it with your **Dark Castle** Disk A.

When you see the **Dark Castle** disk icon, double click on it to open its window, and then double click on the **Dark Castle** icon to start the game. You will be asked to swap Disks A and B at certain times while playing.

Dual Floppy System:

When you are asked to insert the Workbench disk, eject Kickstart and replace it with your **Dark Castle** Disk A and place Disk B in your external drive.

TITLE SCREEN

Click the left mouse button to advance to the next screen.

OPTION and HELP SCREENS

Use the mouse to point to an option, then click the left mouse button to select it.

THE GREAT HALL

Select a door for the Hero to enter by typing a number "1" to "4", or use the mouse to point to a door and then click the left mouse button to choose it.

Press the Esc key to return to the Options screen.

GAME SCREENS

Keyboard and Mouse:

The keyboard is used to control the Hero's movements.

Press the "A" key to move the Hero to the left,

Press the "D" key to move the Hero to the right,

Press the "W" key to make the Hero go up,

Press the "S" key to make the hero go down.

Press the "E" key to make the Hero duck, and the spacebar to make him jump. The "Q" key is the Action key, used to pick up objects and activate things.

Press the Tab key to pause the game, and then any key to continue. Press the Esc key to return to the Options screen.

To throw rocks, use the mouse to position the Hero's arm and then click the left mouse button.

Joystick:

Move the joystick left and right without pressing the button to move the Hero left and right. Moving the joystick up will cause the Hero to jump or move "up" (e.g. walk up stairs or climb up ladders), depending on his position. Similarly, moving the joystick down will cause the Hero to duck or move "down".

To throw rocks, hold the button down and move the joystick up or down to position the Hero's arm. With the button still pressed, move the joystick left or right to make the Hero throw a rock in that direction.

Press the button without moving the joystick to pick up objects and activate things. Moving the joystick in an up diagonal direction will cause the Hero to make a running jump.

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PLACE
STAMP
HERE

THREE-SIXTY

2105 S. Bascom Ave.

Suite 290

Campbell, CA. 95008



Software Warranty Registration

Bark Castle _____

Welcome to the world of Three-Sixty. To be eligible for the 90 day product warranty, please answer all questions and mail within 10 days of purchase. See enclosed warranty statement for details.

Name _____

Address _____

City _____

State _____ Zip _____ Date _____ M _____ F _____

What computer do you own?

C-64/128 _____ Apple II _____ IBM _____ Atari _____

Atari ST _____ Amiga _____ Macintosh _____ Tandy _____

Age group of buyer: Age group of player/user: Decided to buy because of:

_____ under 13	_____ under 13	_____ Friend
_____ 13-19	_____ 13-19	_____ Article in magazine
_____ 20-29	_____ 20-29	_____ Sales Person
_____ 30-39	_____ 30-39	_____ Ad in magazine
_____ 40-50	_____ 40-50	_____ Package
_____ over 50	_____ over 50	_____ Other _____

Where did you buy this product? _____

What computing magazines do you read? _____

What types of games do you enjoy? _____

Themes: _____ Adventure _____ Sports _____ Combat _____ Fantasy
 _____ Futuristic _____ Mystery

Style: _____ Action/Arcade _____ Strategy _____ Text _____ Simulation
 _____ Other _____